Kaosweaver

Version 1.2.0
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Expert Images

A Dreamweaver Extension

- Sitewide dynamic image control

- Centralized JavaScript files

- Image sets and actions named for easy editing

- 9 built in actions, 3 controls for slideshows and manual instructions for further control over the output

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Introduction

Expert Images is the 'great-grandchild' of Random Images which was Kaosweaver's first publicly released Dreamweaver extension in 2001. *Daily Images* was another extension Kaosweaver wrote. They combined into *Advanced Random Images* and the first version included slideshow capabilities as well. Eventually, *Professional Random Images* came about because of some short comings in *Advanced Random Images* and then *Expert Images* came about to improve on *Professional Random Images*.

Expert Images uses a completely new code base designed apart from any *Advanced* or *Professional Random Images* code. This extension will allow you to setup named image sets for use site wide, setup specific actions on pages and delete actions or images. *Expert Images* will also have slideshow controls for the slideshow actions and the ability to setup actions on the other non-slideshow images. *Expert Images* combines commands and behaviors to control the dynamic images on your site
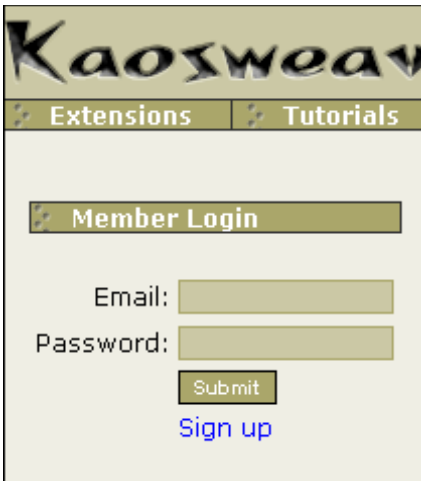
Expert Images will work with Dreamweaver v4, MX and MX2004. It will work in a template or a page that has a template applied to it. It will work with subdomain (subfolder) site. Given the modular capabilities of the extension, preview on the local machine will not work. The pages will need to be pushed to the server (as well as the images and supporting JavaScript) in order for the images to be displayed properly.

Installation

Expert Images is delivered via email from the Kaosweaver site. In order to receive the product, log into your account at Kaosweaver by visiting:

http://www.kaosweaver.com/members/

and entering your purchase email address (the one you used when you purchased the product) and the password for our site.

Kaosweaver login

If you've forgotten your password, please visit the password reminder page by entering your best guess first. This will take you to the failed login page where you can have your password emailed to you.

Please insure kaosweaver@kaosweaver.com is not on any spam filtering list your email account has, most email spam guards have a whitelist, put our email domain on this list as we do not respond to spam filter challenges.

After you have logged in you will need to select the extension to have it emailed to you. Select it by clicking on it on the left side of the page.

Extension Delivery List

Once you have the *Expert Images* file received it will need to be installed into your Dreamweaver product. This can be done multiple ways, the quickest is by double clicking on the extension file and this will load Macromedia's Extension Manager which will then install the product. The alternate way is to load the Extension Manager and use the File menu to select Install Extension…, then select the location where the MXP file was saved from the email delivery. If you had Dreamweaver open while doing this, you will need to exit Dreamweaver and reload Dreamweaver to complete the installation process.

Expert Images and *Expert Images Actions* are found under the Command menu and the Kaosweaver.com sub menu. The slideshow controls are found under the Behaviors panel then the Koas submenu. *Expert Images* requires a page to be loaded, saved and part of a site prior to working. *Expert Images Action* only works on a page that *Expert Images* is already on.
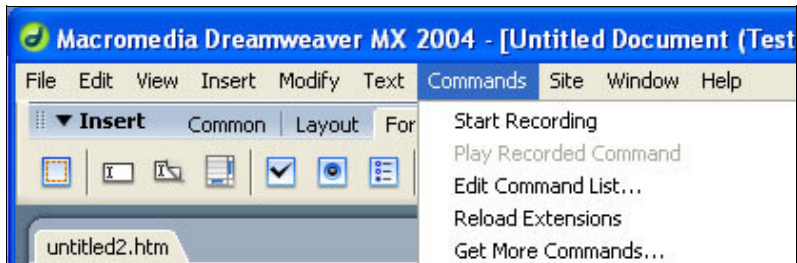
Setup Expert Images

Quick Step Guide:
1. Load a saved page which is part of a site.
2. Select Commands from the main menu.
3. Select Kaosweaver.com.
4. Select Expert Images.
5. Select New Set from the dropdown list on top of the extension.
6. Enter a name for the image set.
7. Enter a positive number greater than 1 for the slideshow timer (even if the set isn't for a slideshow).
8. Click on the Folder icon (3rd in from left)
9. Select a folder to pull the images from (the images won't appear in the folder selection popup)
10. Click OK.
11. Select the point of the page where you want the action to be at. Use the mouse to insure the focus is at the point you want.
12. Select Commands from the main menu.
13. Select Expert Images Action.
14. Select the image set desired from the top dropdown.
15. Select the Action from the list box.
16. Enter the name for the action.
17. Click on the Add Action button.
18. Click OK.

This will put the image action on the page. For multiple actions on the page, create new sets or use the same set (except for slideshows, they require their own sets).
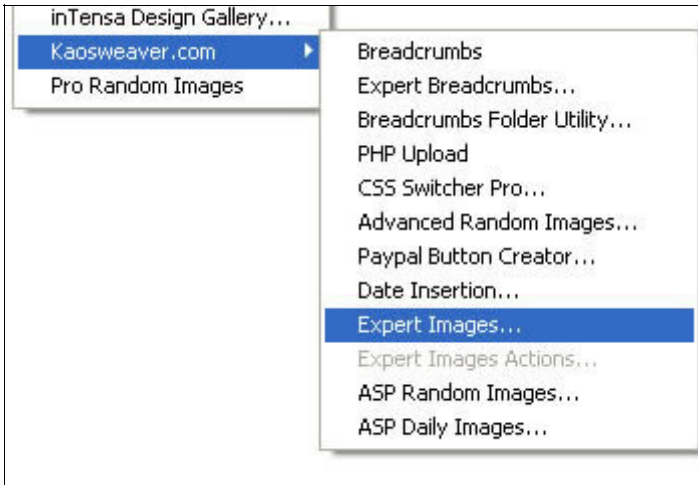
Setting up your image sets:

To setup an image set, you'll need to load *Expert Images* from the Commands menu, under Kaosweaver.com.
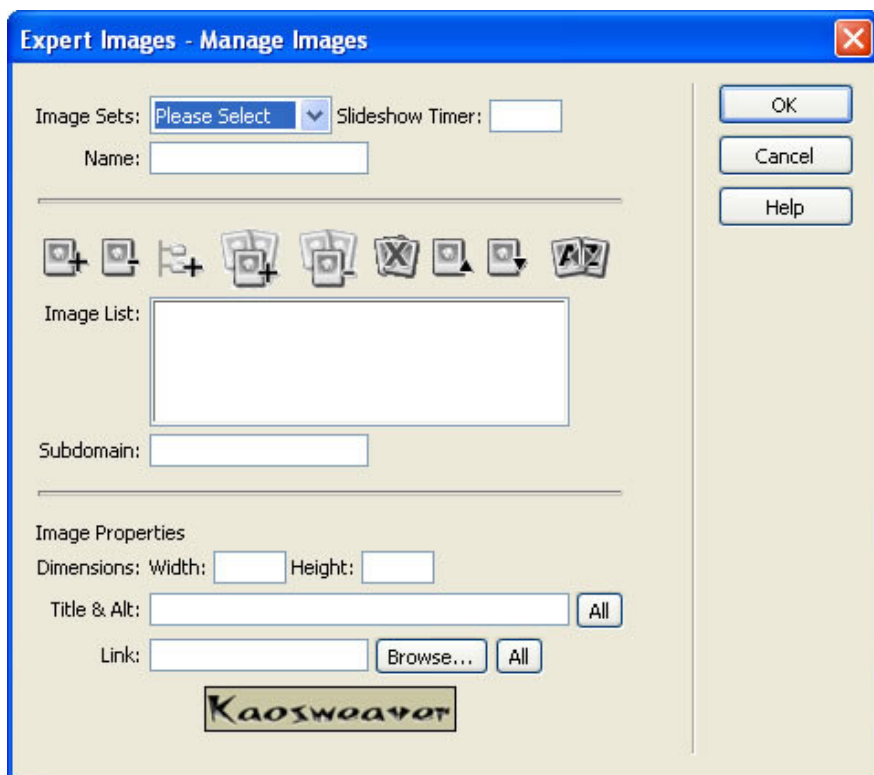

Then select Kaosweaver.com from the Commands

menu. This will bring out the sub command menu where you can select the *Expert Images* command.
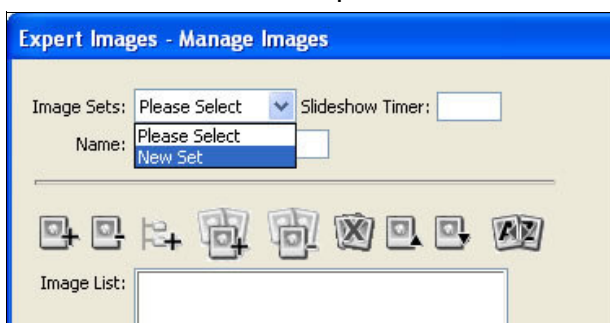
Expert Images Command Selection

After the *Expert Images* Command is selected the Extension's GUI will be displayed (screenshot on next page). Once the extension is loaded, several parts of the interface are handled separately. The first thing that needs to be done is to make the first image set. Everything in *Expert Images* is based upon manipulating the image sets on the page. Image sets are separate from each other in displaying or the position of the images on the pages where *Expert Image Action* is implemented. It is even possible to use the same image set for multiple non-slideshow actions. For slideshows, however, they require their own dedicated set of images in order to function as expected. *Expert Images* does not enforce this, so it is possible to use the same set for multiple slideshows, the resulting is not predictable.

The existing sets will be listed in the Image Sets: drop-

Expert Images - Manage Images

Image Sets: Please Select ∨ Slideshow Timer: [ ]

Name: [ ]

OK

Cancel

Help

Image List: [ ]

Subdomain: [ ]

Image Properties

Dimensions: Width: [ ] Height: [ ]

Title & Alt: [ ] All

Link: [ ] Browse... All

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down in the *Expert Images* command. The other item in the list box is the New Set option. In order to create a new set, select this option. Then enter a name for the set (which will then be placed in the Image Sets dropdown list). It is possible to create multiple

Expert Images - Manage Images

Image Sets: Please Select ∨ Slideshow Timer: [ ]

Name: Please Select / New Set

Image List:

Selecting the new set from the dropdown list

image sets at the same time. For each image set, enter a number in the Slideshow Timer option even if the set will not be used for a slideshow.

Completed new image set in Expert Images

To add images to an image set, select the image set in the Image Sets: list dropdown. Then select either the single image add button or the folder add button. These will both open options for selecting images with the single image option showing the images in the folders as you navigate to them and the folder option just showing the folders.

Add Single and Folder Image buttons

Once the images have been loaded into the set, the interface will put an asterisk next to the image name to indicate it is part of the set currently selected in the top dropdown list for Image Sets. Changing the Image Set selection will change the list of selected images for the set (unless they are in both sets). One note on the folder option, it will not add duplicate image names to the list, if an image already exists with the same name in the list, it will not be added.

From here, selecting an image will have that images properties appear in the lower section of the exten-sion so

Image list after adding a set of images.

that the image properties can be modified for each im-age separately.
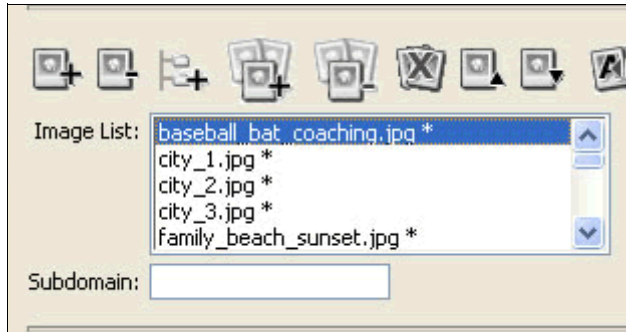
Note: The images are separate from the sets, changing the properties on one image will change the properties for all of the image sets that include that image!

Image property settings

The width and the height are retrieved automatically for Dreamweaver v4.01, MX and MX2004. If they do not get automatically pulled or you get an error when se-lecting an image, the image is saved in CMYK format (usually from Photoshop) and needs to be changed to RGB format. Also, if the sizes do not show up at all, you'll need to upgrade to Dreamweaver v4.01 from v4 (which is a free update from Macromedia's web site). The Title & Alt will set both the title and alt properties to
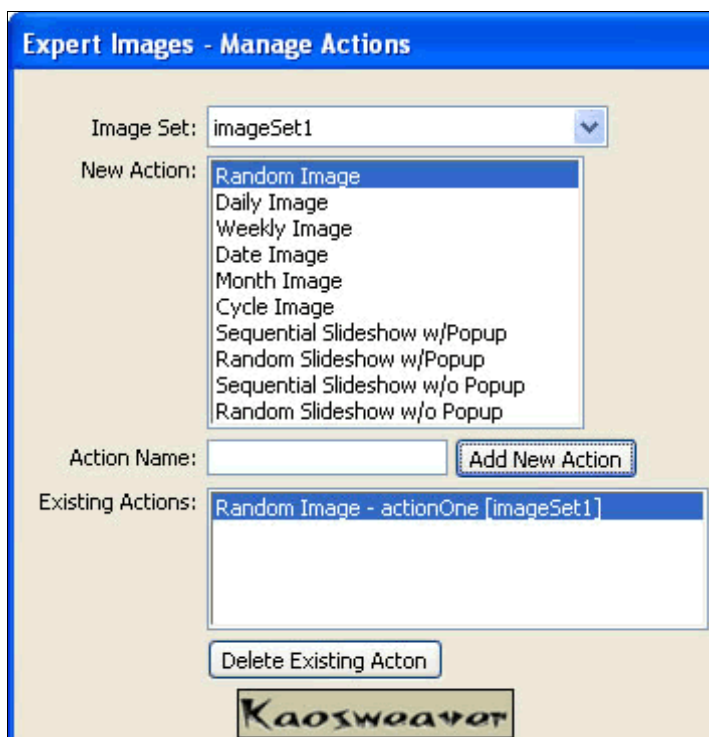
the entered text. By clicking on the All button next to the Title & Alt entry, it will apply the text entered to all of the images in the Image List select box.

To set the link for the image, enter the URL in the link text box or click the Browse… button which will open a file selector. Select pages only within the site you're working on or the link will not function properly on the web. By clicking on the All button for the link entry next to the Browse… button, the link will be applied to all of the images listed in the Image List select box.

After you've set the image properties and have all of the images needed for the set, click on OK and the code will be added to the page for *Expert Images*. The code is in the <head> section of the document and is a link to a centralized JavaScript file.

Note: Upload the folder kaosjs which will be off of the main folder for the site. It contains all of the code for *Expert Images* and the image lists.

Now the next thing to do is to setup the Actions on the page. This is done by selecting the *Expert Images Actions* from the Commands menu. Once the command loads, the top list box will contain all of the names of the sets from across the site. Select the set for this page's action.

Expert Images - Manage Actions

Image Set: imageSet1

New Action:
- Random Image
- Daily Image
- Weekly Image
- Date Image
- Month Image
- Cycle Image
- Sequential Slideshow w/Popup
- Random Slideshow w/Popup
- Sequential Slideshow w/o Popup
- Random Slideshow w/o Popup

Action Name: [   ] [Add New Action]

Existing Actions: Random Image - actionOne [imageSet1]

[Delete Existing Acton]

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Expert Images Actions Screenshot

Here is what the New Actions are:

Random Image—This action places a randomly selected single image from the selected Image Set on the page with the properties as set from the image. If a link is present in the properties an <a> tag will be setup for the link, otherwise the image appears alone.

Daily Image—This action places an image based upon a mathematical equation which will display the identical image all day to all visitors from the selected Image Set on the page with the properties as set from the images.

If a link is present in the properties an <a> tag will be setup for the link, otherwise the image appears alone.

Weekly Image—This action places the image from the set equal to the number of the day of the week with Sunday being first and Saturday being last. All images beyond the 7th in the set will not be displayed, if less than 7 are in the set the list will loop from the end to the front duplicating the image displayed. If a link is present in the properties an <a> tag will be setup for the link, otherwise the image appears alone.

Date Image—This action places the image from the set equal to the date of the month. All images beyond the date at end of the month will be ignored. This means that sometimes the 29, 30 and 31 images may not be displayed for all months. The set will loop back to the first image if the set doesn't contain enough images for the month. If a link is present in the properties an <a> tag will be setup for the link, otherwise the image appears alone.

Month Image—This action places the image from the set equal to the month of the year. All images beyond the 12th in the set will not be displayed, if less than 12 are in the set the list will loop from the end to the front duplicating the image displayed. If a link is present in the properties an <a> tag will be setup for the link, otherwise the image appears alone.

Cycle Images—This action puts a cookie on the browsers computer which contains the image number last displayed for the browser. Each refresh or return

to the page will increment the counter by one and display the next image. The counter resets back to the start of the set after 30 days or when the end is reached. If a link is present in the properties an <a> tag will be setup for the link, otherwise the image appears alone.

Sequential Slideshow—This action starts at the beginning of the set and displays the images in order at the set's slideshow timer in seconds. The slideshow starts when the page is loaded and is a continuous loop. When the slideshow reaches the end of the loop, it will start from the beginning again. The slideshow is always linked regardless of the presence of any links on any of the images. If the slideshow is clicked, it will replace the current page contents with the link from the image (if not link, it will do nothing). If the Popup option is selected, the link will popup a new window. Some popup blockers which do not detect is the popup was selected or desired will suppress this popup.

Random Slideshow—This action selects, at random, images to display in a slideshow. Images can be repeated. The slideshow starts when the page is loaded and is a continuous loop. The slideshow is always linked regardless of the presence of any links on any of the images. If the slideshow is clicked, it will replace the current page contents with the link from the image (if not link, it will do nothing). If the Popup option is selected, the link will popup a new window. Some popup blockers which do not detect is the popup was selected or desired will suppress this popup.

Select the action desired for the page and then enter a

name for the action by entering it in the Action Name: text entry.

Added actions will appear in the list box Existing Actions. The entry in Existing Actions is broken down into the type of Action followed by the action name and then the set name. You can add multiple actions, however they will all appear on the page in a row. For advanced users, you can visit the Advanced Manual Editing section to see how to take advantage of moving around the actions on a page without having to run the *Expert Image Actions* again.

Once all of the actions are entered, click OK. The actions will be added to the page. In order to see the actions working, the page as well as the images and the kaosjs JavaScript folder and files need to be uploaded to a server and displayed on the web. This will not work in preview mode.

The inserted code on the page is viewable from the source code view only. The code calls the JavaScript from the linked .js file from the *Expert Image* command. In order to setup an Action, the *Expert Image* command must be run on the page in order to put the link on the page for the Actions command.

Expert Images in Depth

The icon bar in the Expert Images extension contains the commands to add new images, delete images, add a folder of images, add an image to the set, remove an image from the set, delete all images, move an image up, move an image down and sort the images in alphabetical order.
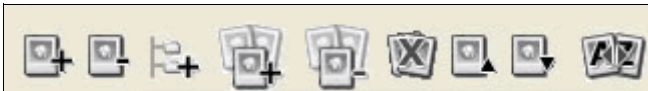
Expert Images icon bar

Add Image—This command will add a single image to the image set and automatically include the image in the current set. This will also allow duplicate image entries in the set list.

Delete Image—This command will remove a single image from all of the sets. This will place a set of brackets around the image, clicking on this again will allow you to undelete the image prior to clicking OK.

Add Folder—This command will add all of the images in the selected folder to the current set. Duplicate images will not be added to the set. This is a quick way to have a folder of images where you can add new images and not have to pick through the list in order to add the newer images.

Add to set–This command adds an image to the selected set.

Remove from set—This command will remove the selected image from the set.

Delete All Images—This command will delete all images from all sets.

Move Image Up—This command will move an image up on the list of images. This is useful when setting up the actions which include the date as a marker for displaying certain images.

Move Image Down—This command will move an image down on the list of images. This is useful when setting up the actions which include the date as a marker for displaying certain images.

Alphabetical Sort—This command will sort all of the images in the Image List in alphabetical order. This is useful when setting up the actions which include the date as a marker for displaying certain images.

Working With Subdomains

The subdomain feature in *Expert Images* allows for the code to accommodate the subdomain or sub folder site which either has no access to the main domain or root folder of the site. This is critical for sites which operate at hosting companies which do not require a registered

domain name and provide a virtual domain name off of a subfolder of the site. Typically this is achieved by a URL which looks similar to:

Http://www.yourSite.com/~subdomain/

Another aspect of the subdomain feature is the ability to set the site up at a level above the main domain of the web site. This is useful for large sites or departmental sites which all share a common domain but only have control over a smaller portion of the domain. A lot of educational locations, large corporations and other similar sites fall in this area. In order to make this work for your site, you'll need to enter the part about the base URL and your home page's URL, for instance:

URL Example: http://www.yourSite.com/~subdomain/

Base URL: http://www.yourSite.com/

Subdomain entry: ~subdomain

If you do not have a subdomain to contend with, leave the field empty (don't even put a space in it as that will be seen as the subdomain that your site operates under). When using the subdomain option, make sure that your Dreamweaver site definition doesn't start on the site root (base) folder and starts on the subdomain folder.
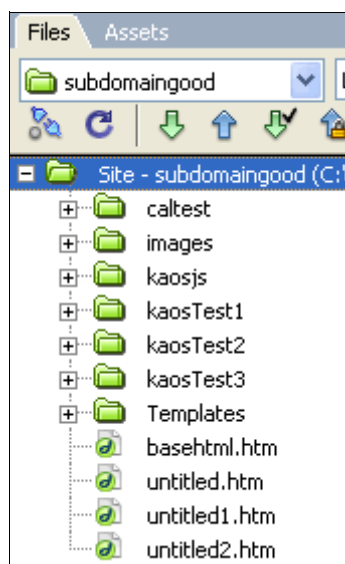
The good setup

This setup starts at the level where the files are at the root of the site and everything here will work with a subdomain.
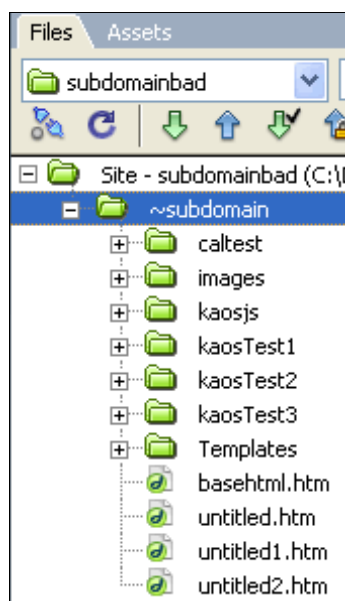
The bad setup

This setup had another level of folder in the way which is the path where the site is located. The '~subdomain' folder is the path to the site, *Expert Images* will fail utilizing this folder structure with the subdomain option. Either gain access to upload the JavaScript to the root of the site or restructure the site folders to reflect the site's base being the base folder of the site.
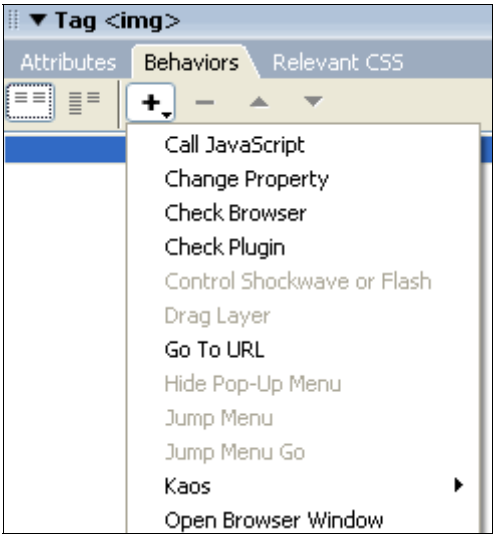
Working with Templates

Expert Images is designed to work with templates, either in the template itself or in a page where a template has been applied to. Since all of the sets are available on any page, setting the template up with *Expert Images* and possibly an action or two will allow all pages to share the *Expert Images Action* without increasing the page weights by a significant amount. The JavaScript file will be preloaded decreasing the time to load even more.

The best practice for using templates and *Expert Images* is to setup the *Expert Images* in the template only if all pages that are using the template will incorporate an action (or multiple actions) or to setup *Expert Images* individually in the pages which require the Actions to be on them. *Expert Images* will also work in dual mode, with some actions on all pages and certain pages having more actions than the rest. After the JavaScript is cached, the page weight for the JavaScript file to be included is minimal on pages that do not incorporate any actions but have the link for the JavaScript. The JavaScript is absolutely referenced as are the image paths in the JavaScript file. This is why the preview mode won't work because the local preview's absolute path starts at the base folder of the main hard drive from the machine it is run from while the actual base of the site is a little deeper. Running a server with local preview setup is the only way to get around this problem.

Working with Slideshow Controls

To find the Slide-
show controls and
be able to access
them setup the
Expert Images
and have at least
one action on the
page. Once these
items are on a
page (save the
page for good
measure) then the
Slideshow con-
trols will be avail-
able. They are
found under the
Behaviors panel.

Click the + to see the available Behaviors

Once the Behaviors list
is open by selecting a
clickable item (like an
image, link or button)
then find the Behaviors
panel and click on the +.
Select Kaos from the list
of Behaviors and then
look for the Expert Im-
ages options. Three op-
tions exist, Start Click-
show, Start Slideshow
and Stop Slideshow.

Slideshow Controls:
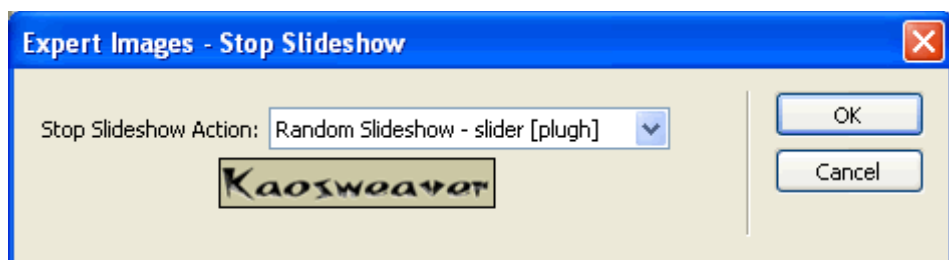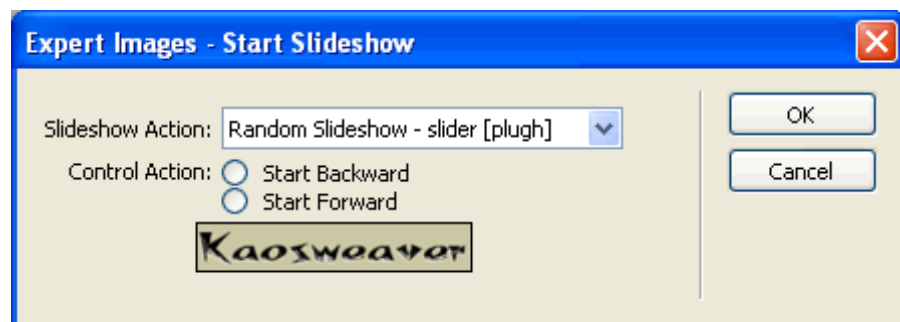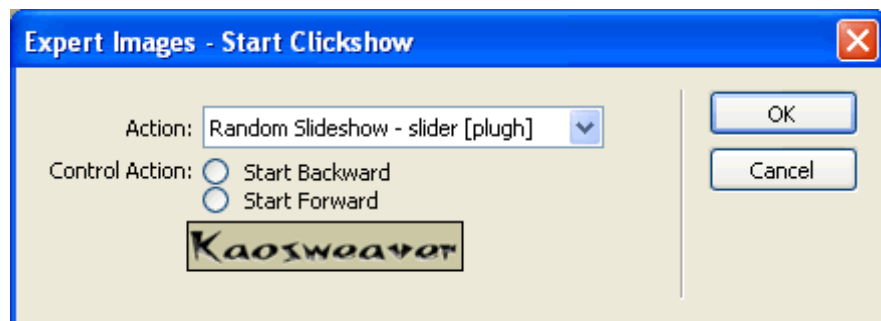
As can be seen, Start Clickshow and Start Slideshow
are identical in look and operation, they just product dif-
ferent effects while Stop Slideshow pretty much does
just that. It will stop any slideshow running on the
page.
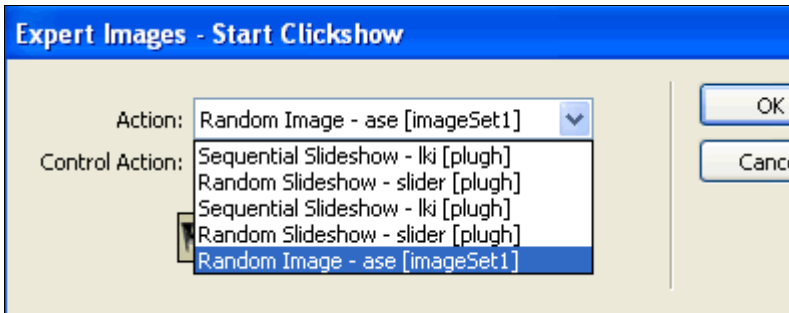
The biggest difference between the Start Clickshow and Start Slideshow is that Start Clickshow will work off of the non-Slideshow Actions which Start Slideshow is a complement to the Stop Slideshow behavior and only works on slideshow actions.

Start Clickshow—As the name suggests Start Clickshow makes a clickable object (link, button or image) act as a control to advance or rewind the slideshow. This isn't an automatic slideshow, more of a controlled slideshow. This behavior is great for setting up photographs that you want people to cycle through to see all of the images at the pace that they would want to. Setup two of these behaviors, one for advancing and one for rewinding the slideshow labeled start forward and start backward and the browser will have control over the slideshow progression able to go forward and backward along all of the images in the set. It is best with non-slideshow actions because the link property of the images in the set does not go with the clickshow. In fact, if the first image displayed in the set has a link, all of the images in the clickshow will link to the same link as the first displayed image. Because of this, the slideshow effects are less apt for this behavior.

Start Slideshow—This behavior will restart a stopped slideshow and offers the same directional capabilities of the Start Clickshow behavior. It operates off of the same objects on the page (anything clickable). This is designed to allow some control over the automatic slideshow and it maintains the links throughout the slideshow image set.

Stop Slideshow—This behavior stops a selected automatic slideshow. Using this in combination with the Start Slideshow behavior to provide a set of controls for the slideshow.

Advanced Manual Editing

To understand how to do advanced editing with *Expert Images* some knowledge is required about how Dreamweaver and *Expert Images* interacts. Starting with the *Expert Images* command which is required to run on every page that needs an action, this command inserts two things, one in the HTML page and one in the site. The HTML code is a link to a file that is created in the site. The second part is the file which contains all of the *Expert Images* code and the image lists. Next the *Expert Images Action* is what inserts the actual code which will run the expect Action. The inserted code is simply a function which calls the code from the link *Expert Images* put on the page. This makes the page weight very light and allows for easy manual editing. If you have several large image sets the instructions here will tell you how to separate the pages so that each page isn't loading a few hundred unneeded lines. After the *Expert Image* command is run, then comes the Actions command and this command will have the JavaScript to make the actions work.

The JavaScript code is on the next few pages, color coded to separate the sections. Dark green for the image class, light green for the set class, orange for the actions, blue for the images and purple for the sets.

```
/*****************************************
 * Kaosweaver Expert Images             *
 * by Kaosweaver http://www.kaosweaver.com *
 * Copyright 2003 all rights reserved     *
 *****************************************/
function kw_ei_img (i,w,h,t,u) {this.i=i;this.w=w;this.h=h;this.
t=unescape(t);this.u=unescape(u);}
function kw_ei (n,t) {  // Expert Images - Copyright Kaosweaver,
All Rights Reserved.
        this.n=n;this.t=t;this.s=new Array();this.p=0;this.
gp=function(a){if(!a)a=0;j=this.p+a;if(j<0)
        j=this.s.length+j;if (j>this.s.length-1) j=(j-this.s.length);this.
p=j;return this.s[j];};this.h="";
        this.ai=function(a){this.s[this.s.length]=a;};this.gn=function
(){if (this.p==this.s.length-1)
        this.p=-1;return this.s[++this.p];};this.gl=function(){if (this.
p==0) this.p=this.s.length;
        return this.s[--this.p];};this.gr=function(){j=parseInt(Math.
random()*this.s.length);j=(isNaN(j))?0:j;
        this.p=j;return this.s[j];};this.c=function(){if (this.h!="")
clearTimeout(this.h);};this.o=n+"Object";
        this.gd=function(){d=new Date();j=(parseInt(d.getTime
()/86400000))%this.s.length;j=(isNaN(j))?0:j;
        this.p=j; return this.s[j];};eval(this.o+"=this");this.
gm=function(){dt=new Date();this.p=dt.getDate();
        return this.s[this.p];};this.gw=function(){dt=new Date();this.
p=dt.getDay();return this.s[this.p];}
        this.gc= function(){tc=document;c=tc.cookie;m=c.indexOf
("kwei_"+this.n+"=");j=-1;if (m!=-1){
        p=c.indexOf("=",m)+1;p2=c.indexOf(";",m);j=c.substring(p,
p2)}j++;if (j>this.s.length-1)j=0;this.p=j;
        d = new Date();d.setTime(d.getTime()+(2592000000));ep
= "; expires="+d.toGMTString()+"; path=/";
        tc.cookie="kwei_"+this.n+"="+j+ep+";";return this.s[j];};this.
ge=function(){return this.s.length-1;}
        this.gg=function(){dt=new Date();this.p=dt.getMonth();
return this.s[this.p];}
}
function kwsetx(x,o){x.src=o.i;if (o.h)x.height=o.h; if (o.w)x.
width=o.w; if (o.t){x.alt=o.t;x.title=o.t}}
function kwsetu(a,b,m){x=eval("document."+a);z=-1;y=-1;for(var
```

```
i=0;i<kwei.length;i++)if(kwei[i].n==b) z=i;
        if (z!=-1)for(var i=0;i<kwei[z].s.length;i++)if (x.src.indexOf
(kwei[z].s[i].i)!=-1) y=i;if (y!=-1)
        if (m==1)window.location=kwei[z].s[y].u; else window.
open(kwei[z].s[y].u,'','');}
function kweisi(n,a,m){kwsetx(eval("document."+a),eval("n.
g"+m+"()"));n.h=setTimeout("kweisi("+n.o+",'"+a+"','"+m+"')",n.t);}
function kweicnt(n,c,a){kwsetx(eval("document."+a),n.gp(c));}
function kweicto(n){n.c();}
function kweici(n,a,m){kwsetx(eval("document."+a),eval("n.
g"+m+"()"));} // l=last, n=next
function kweipi(n,a,m){eval("n.g"+m+"()");kweiwi(n,a);}
function kweiwi(n,a) {s="";if (n.gp().u!="")s="<a href=\""+n.gp().
u+"\">";s+="<img src=\""+n.gp().i+"\" "
        s+="width=\""+n.gp().w+"\" height=\""+n.gp().h+"\" alt=
\""+n.gp().t+"\" title=\""+n.gp().t+"\" name=\""
        s+=a+"\" border=0>";if (n.gp().u!="")s+="</"+"a>";
document.write(s);}
function kweiwss(n,a,b,m){n.p=n.ge();s="<a href=\"#\" onClick=
\"kwsetu('"+a+"','"+b+"','"+m+"','','')\"><img src=\""
        s+=n.gp().i+"\" width=\""+n.gp().w+"\" height=\""+n.gp().
h+"\" alt=\""+n.gp().t+"\" title=\""+n.gp().t
        s+="\" name=\""+a+"\" border=0></a>";document.write(s);}

kwimg=new Array();
kwimg[kwimg.length]=new kw_ei_img("/demo/expert/images/
index_r1_c2.gif",535,32,'','/index.php');
kwimg[kwimg.length]=new kw_ei_img("/demo/expert/images/
index_r2_c2.gif",41,19,'','/index.php');
kwimg[kwimg.length]=new kw_ei_img("/demo/expert/images/
index_r2_c4_f2.gif",50,19,'','/index.php');
kwimg[kwimg.length]=new kw_ei_img("/demo/expert/images/
index_r2_c5.gif",60,19,'','/index.php');
kwimg[kwimg.length]=new kw_ei_img("/demo/expert/images/
index_r2_c5_f2.gif",60,19,'','/index.php');
kwimg[kwimg.length]=new kw_ei_img("/demo/expert/images/
index_r2_c6.gif",60,19,'','/index.php');
kwimg[kwimg.length]=new kw_ei_img("/demo/expert/images/
index_r2_c7.gif",50,19,'','/index.php');

kwei = new Array();
```

```
kwei[0]=new kw_ei("first",3000);
kwei[0].ai(kwimg[0]);
kwei[0].ai(kwimg[1]);
kwei[0].ai(kwimg[2]);
kwei[0].ai(kwimg[3]);
kwei[0].ai(kwimg[4]);
kwei[0].ai(kwimg[5]);
kwei[0].ai(kwimg[6]);
kwei[1]=new kw_ei("second",3000);
kwei[1].ai(kwimg[3]);
kwei[1].ai(kwimg[4]);
kwei[1].ai(kwimg[5]);
kwei[1].ai(kwimg[6]);
kwei[2]=new kw_ei("third",3000);
kwei[2].ai(kwimg[1]);
kwei[2].ai(kwimg[2]);
kwei[2].ai(kwimg[4]);
```

A quick glance over the code which will be a little hard to read because of the line wrap, the blue text is for the images, one line as example is:

```
kwimg[kwimg.length]=new kw_ei_img("/demo/expert/images/index_r1_c2.gif",535,32,",'/index.php');
```

The line is broken down as follows:

```
kwimg[kwimg.length]=
```

This is the declaration that a new image is to be included in the image set.

```
new kw_ei_img
```

Is the class declaration to make an object of the class declared earlier (if this is over your head—think of it this way, kwimg is like an egg carton that holds the eggs, the kw_ei_img is the way we tell what color, shape and size that each one of the eggs in the carton are, it also kepts track of the position of the eggs in the carton—and doesn't allow the eggs to get mixed up or moved without knowing about it. Then we use the lighter green code to ask the carton what size is egg #3 and it will tell us).

("/demo/expert/images/index_r1_c2.gif",

This is the first parameter of the image object. It is the absolute URL to the image on the site. All absolute URLs begin with a '/'. The web site knows to reference the image from the base URL of the site. This way, no matter where on the site the image is displayed, it will show up properly. If a single image is moved, the image can be found in the list and moved as needed. On important modification that can be made is if the entire images directory is moved. If, for instance, we moved all of the images from /demo/expert/images/ to /assets/images/demo/expert/ we could easily use the Dreamweaver Find and Replace function to change the image paths without a lot of effort.

525,32,

These are the width and height, respectively, of the image. Dreamweaver automatically detects these and inserts them here for us. While these can be changed and should be if the image changes size, it is always better to edit the image than to force the image out of its saved proportions as this will either distort the image or waste bandwidth downloading a larger image than is being displayed.

"/index.php");

This is the URL, again an absolute one, where the image will link to when displayed. Changing this is identical to changing the image's URL in regards to site wide changes or a single URL move.

The next area of interest is the image set lists which look like this:

```
kwei = new Array();
kwei[0]=new kw_ei("first",3000);
kwei[0].ai(kwimg[0]);
…
kwei[2]=new kw_ei("third",3000);
kwei[2].ai(kwimg[1]);
```

We've shown a little more of this code because of the

need to explain how the sets are created and maintained. The first line is important:

```
kwei = new Array();
```

This line tells the browser to set up an array (the egg carton again) of objects and call it kwei. The next line:

```
kwei[0]=new kw_ei("first",3000);
```

Tells the browser to set the first object (yes, it says 0, in computers all arrays start at 0, it is a geek thing) which we make another object out of (so now you're trying to envision an egg carton inside another one? Well, to make it easy, the first array is a box, the second one is the egg carton, the egg cartons go inside the box just like the eggs went inside the egg carton — the same principal applies with the ordering and information gathering—but instead on one object, it is on a collection of the objects). Further down the line we see "first" this is the name of the set as given in the *Expert Images* command, changing this will impact all of the actions in the site based off of the action. The last item, 3000, is a number which represents the number of milliseconds the slideshows operate on. Changing this number will change all of the slideshows based off of the set in the site.

Now we get to the image inclusion list for the sets:

```
kwei[0].ai(kwimg[0]);
```

Here we are using a function called ai which if you look real hard you can find in the kw_ei function (the light green function). This tells the function to add the image to the set (in the example above, set 0 or the first set). The kwimg[0] is from the lined just above this (the blue ones) where the images are setup. Again with the geek array thing, 0 is the first image, so this line tells the browser to setup the "/demo/expert/images/ index_r1_c2.gif" image in the "first" image set.

```
kwei[2]=new kw_ei("third",3000);
kwei[2].ai(kwimg[1]);
```

To quickly explain these lines, the kwei[2] represents the third egg carton in the box which is a set we've called "third" (yes, we are *that* creative). As you can see the next line sets up the first image for the set being the second image in the image list (if 0 is the first image, 1 is the second).

Armed with this information, you can make quick edits to the image sets without running the command, even add or delete images—just make sure you're careful with the image lists because incorrect editing will cause

the image sets to display an unexpected image. The extension really takes care of all of that, so we recommend letting it do so. It is the actions that have the greatest possibility of manual editing and lets get to working on them.

Here is the code inserted into the page for the actions:

```
kweipi(kwei[0],"action1","r"); // kwei [0] [action1] [first]
```

Ok, the line is really two parts on one line. The blue part is the part which is the actual working part calling the action to do something. The green part is the code so that the *Expert Images Action* knows what the action is and was for. First the blue section; kweipi is the JavaScript function for displaying an image on the page. It is the same for all of the non-slideshow displays. The parameters start with kwei[0], this is the set which the image is to be pulled from. "action1" is the name of the action and the "r" represents that the image is to be pulled randomly. Other values that can go there would be "d" for daily, "w" for weekly, "m" for date, "g" for monthly and "c" for cycle. Now changing the type of display also requires another change in the green section.

The green section is a comment used in *Expert Images Actions* in order for the program to know what each Ac-

tion is. The important items are in the brackets. The first item, [0], is the type of action. 0 is for the Random Image Action. If a manual change is made to the "r" to another action, make sure the corresponding action code is also change within the [ ]. The codes are: 1 for daily, 2 for weekly, 3 for by date, 4 for cycle and 7 for monthly. The next item, [action1], is the name of the action. Again, change the action name in the function call, change it here as well. The last item, [first], is the name of the set. This corresponds to the first parameter in the function call, kwei[0]. If you need to change the set, make sure the kwei[0] is change to the set number and the [first] is changed to the set name. If you stop using the *Expert Images Action* command because you've gotten good at using the manual modifications, the comments can be left off (just don't expect them to work in the command anymore). Slideshow are a little different, here is what is inserted for them:

```
kweiwss(kwei[2],"asw","third",1); kweisi(kwei[2],"asw","n"); // kwei [8] [asw] [third]
```

Again the line is broken into two parts, the function call and the comment section for the command. In the slideshows we have two separate functions being called. The first one writes the image to the page correctly and the second sends the slideshow into action. The first function is similar to the prior example except

the last parameter. It determines if the slideshow will be in the same window or popup to a new window. 1 represents the same window and 0 represents a new popup window.

The next function:

```
kweisi(kwei[2],"asw","n");
```

Is what starts the slideshow. Again the kwei[2] is a reference to the set of images we are using. "asw" is the action name and "n" represents the image to be called. "n" is for next, "l" is for last. The images cycle from beginning to end, so this can be changed if the direction of the slideshow would work better the other way.

The last part is the comment line which helps *Expert Images Action* determine what the action, set and names are. A few more relationships between actions and the action numbers are introduced with slideshows. 5 is for sequential slideshows with popup , 6 for random with popup, 8 for sequential and 9 random.

Now for some editing that can't be done in the extension (yet anyway). Way back in the list of the JavaScript file, we had a set of orange lines of code. The last function in that set was for the slideshows.

```
function kweiwss(n,a,b,m){n.p=n.ge();s="<a href=\"#\" onClick=
\"kwsetu('"+a+"','"+b+"',"+m+",'',')\"><img src=\""
        s+=n.gp().i+"\" width=\""+n.gp().w+"\" height=\""+n.gp().
h+"\" alt=\""+n.gp().t+"\" title=\""+n.gp().t
        s+="\" name=\""+a+"\" border=0></a>";document.write
(s);}
```

If you're using a popup window and want the popup to
display something other than the default popup win-
dow, you can make a little edit to specify how the
popups will appear. One important fact to understand,
this will affect all of the popups on the site. If that is
OK, then here is the section of code in the above list
we want to modify:

```
onClick=\"kwsetu('"+a+"','"+b+"',"+m+",'',')\"
```

This is what calls the popup and we need to fill in the
last two parameters. First a name for the popup
(although not really required, it is a good idea). We will
use popup1 for example. Next we need to determine
what parameters the popup window will have. A quick
shortcut if you don't recall everything that can be done
is to use the Macromedia Open Window behavior. Se-
lect the options you want and then view the source
code and you'll see:

```
"MM_openBrWindow('index.php','popup1','toolbar=yes,location=yes,
status=yes,menubar=yes,scrollbars=yes,resizable=yes,width=500,
height=100')"
```

From this, copy the last parameter (or if you named the
popup, copy that too) and put it in the right spot in the
code above, like so:

```
onClick=\"kwsetu('"+a+"','"+b+"','"+m+"','popup1','toolbar=yes,
location=yes,status=yes,menubar=yes,scrollbars=yes,resizable=yes,
width=500,height=100')\"
```

Then when the slideshow is clicked, the popup will have the parameters you want.

Bonus Trick!

This was added towards the end of development so it is experimental, but we thought you would like it. Here is a way to allow the browser to modify the speed of a slideshow:

1. Put a slideshow on the page.
2. Setup the control (image for slowest, slow, normal, fast, fastest—or whatever scale you want)
3. Make each control a link (using a <a>)
4. Make an onClick event calling this function:kweistt
5. Set the parameters as detailed below.

Example:

```
<a href="javascript:;" onClick="kweistt(kwei
[2],1000)">FASTEST</a>
```

This would change the speed of the kwei[2] set from the default to 1 second. It uses millisecond in the second parameter. The kwei[2] is the set that is being modified. This will take one cycle to take affect (the next image and forward will only be displayed for the adjusted time). A complete set of controls would look like:

```
<a href="javascript:;" onClick="kweistt(kwei
[2],1000)">FASTEST</a>
<a href="javascript:;" onClick="kweistt(kwei
[2],2000)">FAST</a>
<a href="javascript:;" onClick="kweistt(kwei
[2],3000)">NORMAL</a>
<a href="javascript:;" onClick="kweistt(kwei
[2],4000)">SLOW</a>
<a href="javascript:;" onClick="kweistt(kwei
[2],5000)">SLOWEST</a>
```

Pretty simple?

Support

Support for *Expert Images* can be obtained by many methods. We have direct email, ticket tracking and a forum (which isn't ready at the time of this publishing, but will be ready within a couple of months).

In order to get the most effective support, we recommend following a few steps:

1. If the problem is with a posted page functioning, please tell us the URL.
2. If the problem is within Dreamweaver and it is providing an error message, please do a screen capture and email the image to use or post the image on the web and give us the URL.
3. If something isn't working as expected, try it on a new blank page which is saved as part of a site and see if the unexpected results can be duplicated on this page. If it can't—that doesn't mean there isn't a problem, it just helps knowing where to start looking.
4. If the issue is with a browser, please provide the browser version and platform the issue is on, also let us know if the error doesn't occur on any other browser you have access too (reasonably, don't invest a lot of time on any browser you don't care

about).

5. If the issue is with Dreamweaver, please let us know what version of Dreamweaver and what platform it is being run on. If you have access to another computer and Dreamweaver is installed on it, see if the problem can be duplicated there.

6. Before sending in support for extension errors, uninstall the extension, exit Dreamweaver, install the extension again and then run Dreamweaver. If the problem persists, let us know.

One important note, the extension works as expected for us, so emails that state briefly, "It doesn't work" will require a series of emails back and forth to figure out what isn't working for you and will only delay the needed support you desire.

We want you to be successful in using our extension and we can't do that if you encounter a problem and never tell us. If we encounter an error that we can duplicate, we will fix it and release an upgrade for free. If you want to be notified of these upgrades (which will contain what was done), visit kaosweaver.com and log in to your account. Under the membership page, email options exist to receive update notices from Kaosweaver, this is the only way we send out update notices and you're required to sign up for this. Since it is

completely controlled by you signing up, we don't feel this will get us labeled as spammers. To stop receiving the notices, the options exist on the membership page to accomplish that as well.

Known Issues:

Photoshop (and maybe some other image programs) can save some images (jpegs usually) in CMYK format. Dreamweaver's image size detection script cannot read the width and height of these images and will error out. If you use Photoshop to manipulate your web images, please make sure they are saved in a web compliant mode (RGB).

Failing to set focus: If you insert an Action and it wipes out a section of code in the HEAD or something on the page this is because the focus was not set where the action was desired and the command overwrote what was the highlighted, in focus, content. Before doing anything else, go to the main menu bar, select Edit then Undo and this will restore the page to its original state. Then select the focus and run the Action command again.

Credits

Photo images credit from cover:
http://www.freeimages.co.uk

Tester who pushed many of the nice features:
Robert Barnett

Love of my life who did without me:
Samantha, my wife.

Who blessed me with the skill:
God

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